

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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INTRODUCTION

When people hear the name SEGA, they think of great games. SEGA Smash Pack™ is a collection of some of the greatest games that have ever been produced. This first edition of SEGA Smash Pack on the Game Boy® Advance contains three of SEGA's most popular classics including *Ecco the Dolphin™*, *Golden Axe™*, and *Sonic Spinbalf™*.



STARTING THE GAME

- Make sure the POWER switch is OFF. Never insert or remove a Game Pak when the power is on.
- 2. Insert the SEGA Smash Pack™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- 3. Turn the POWER switch ON.
- 4. When the title screen appears, press START to proceed to the Main Menu.





MAIN MENU

The Main Menu allows you to select which game you want to play, adjust the game controls, or see the credits for SEGA Smash Pack. Press Right or Left on the Control Pad to view the logo of the game you would like to play, the options, or the game credits. Once the logo appears, simply press the A Button to confirm.



 Play Ecco the Dolphin.



 Change the game controls from the Options Screen.



Select Sonic Spinball.



 View the game credits.



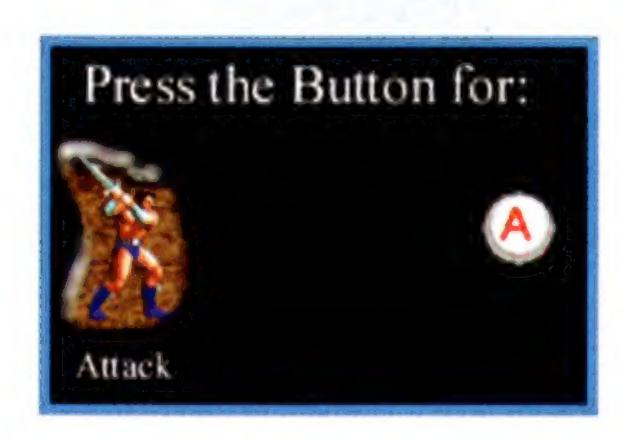
Choose Golden Axe.



OPTIONS SCREEN

Adjust the game controls for all of the SEGA Smash Pack games from the Options Screen.

 Controls: Game controls are set to their default settings upon start-up as seen in the instruction manual. You can alter the controls by reassigning the button commands to your preferred settings.









Ecco the Dolphin cont.

A Button Sonar

Communicate with glyphs

Hold A Button View Sonar Map

B Button Charge through the water

B Button + A Button Force Attack (after Ecco learns it)

START Pause Game/Resume Game

Golden Axe

Control PadMove character in direction pressed

Mount a Bizarrian

A Button Attack

Bizarrian Attack

B Button Jump

R Button Use Magic

START Pause Game/Resume Game

Press LEFT or RIGHT Twice Run Left or Right

Run + B Button Run and Jump

Press Attack while Running Running Dash Attack

Press Attack in Midair Swinging Attack





GAME CONTROLS

Golden Axe

Press Attack and Jump

Press Jump while Running

Press Attack during Higher Jump

Sonic Spinball

Control Pad LEFT or RIGHT

Control Pad UP or DOWN

R Button

L Button

A Button

START

A Button + B Button + R Button

Special Attack

Higher Jump

Downward Thrust Attack

Move Sonic Left or Right

Look Up or Down

Use right flipper

Sonic jump (if standing)

Use left flipper

Sonic jump (if standing)

Use both flippers

Pause Game/Resume Game

Tilt Shake (during bonus rounds)

Note: To perform a Super Spin Dash, hold the Control Pad DOWN and press the A Button, then release the Control Pad.

ECCO THE DOLPHIN



Ecco's world as a dolphin was always carefree and full of wonder within the Home Bay. The ocean was full of music — some songs easier to remember than others. These were used for calling other dolphins and other singers of the ocean. The more difficult songs could open the Shelled Ones or could even scare off the Hungry Ones who swam nearby.

Recently, without warning, a huge gust of swirling wind like a churning whirlpool of air and water ripped all life away from the Home Bay. Singers, shelled ones, and even the small fish were torn away into the high nothingness beyond—and then they vanished!



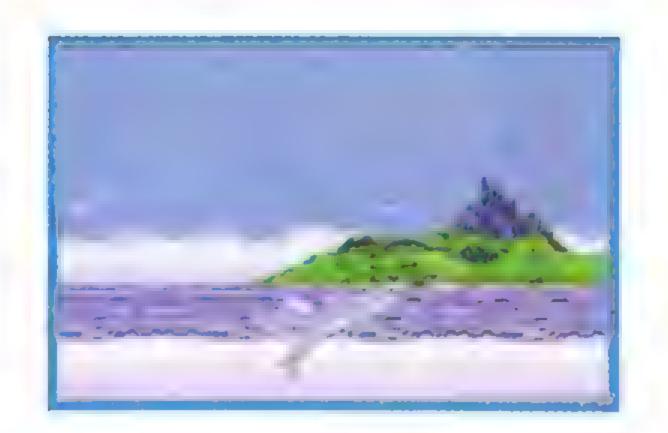


Only Ecco remained in Home Bay, a once peaceful and safe home turned into the watery emptiness that now seems far too big.

Lost in a beautiful and dangerous undersea world, the fate of the planet hinges on Ecco's survival. Armed with powerful sonar, elusive speed, and keen mammalian instincts, Ecco must solve the mysteries of the deep to rescue the singers of the sea and save the world.

Leaving Home Bay

Before the adventure begins,
Ecco must figure out how to leave
Home Bay - the tornado has
enclosed Home Bay to the rest of
the sea! Try using Ecco's swimming charge (B Button) to gain
some speed, then jump high
into the air!



Using Sonar

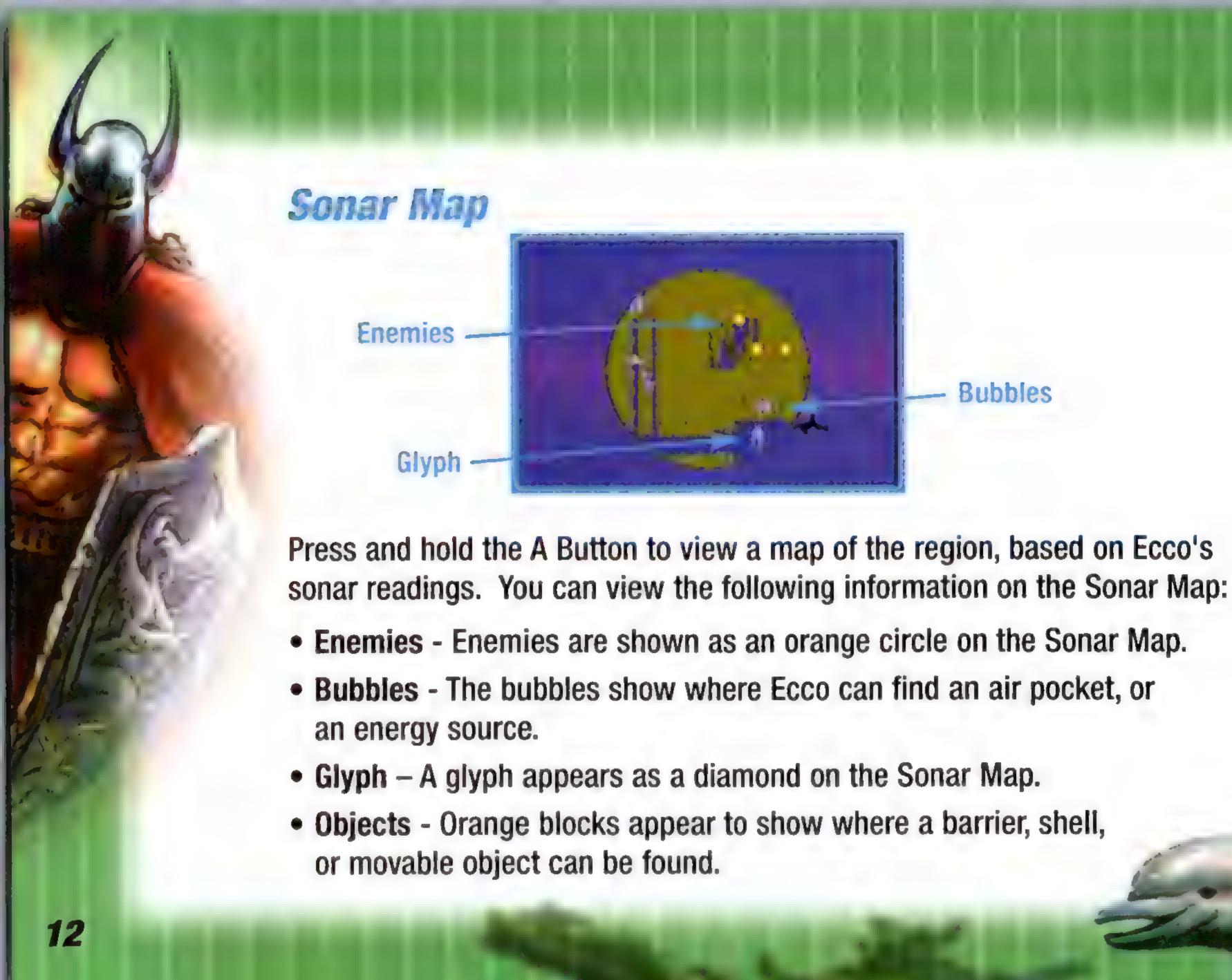
Ecco the Dolphin is equipped with Sonar that can map out the area, communicate with others, and can be used as a force attack.

- Communicate: Press the A Button to send a sonar signal towards a Glyph, or other sea creature, to communicate. Ecco will learn quite a bit of information by talking to others!
- Mapping the area: Press and hold the A Button to view a map of the area (see Sonar Map on the next page).

Force Attack: In time, Ecco will learn how to use the sonar as a force attack.
 This will not be available until Ecco is given the knowledge!







Glyphs

If Ecco is stuck in an area of the ocean, try to find a Glyph to talk to. Send Sonar to a Glyph to unlock other areas of the game, or to seek permission to swim past an enclosed area. Several things can happen when you communicate with a Glyph:

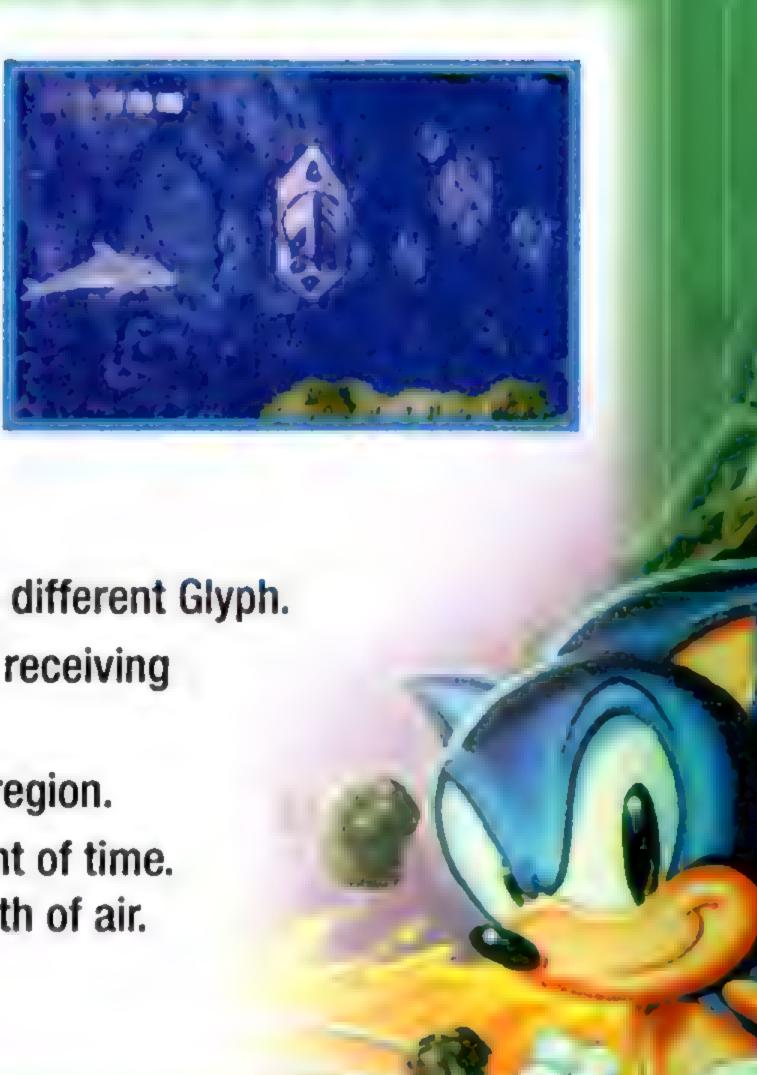
Ecco will receive information.

A "Key Glyph" will give permission to swim past a different Glyph.

 A "Barrier Glyph" will allow Ecco to swim by after receiving permission from a "Key Glyph".

A passageway could open somewhere within the region.

A Glyph could give Ecco a shield for a short amount of time.
 When the shield is gone, Ecco will have a full breath of air.

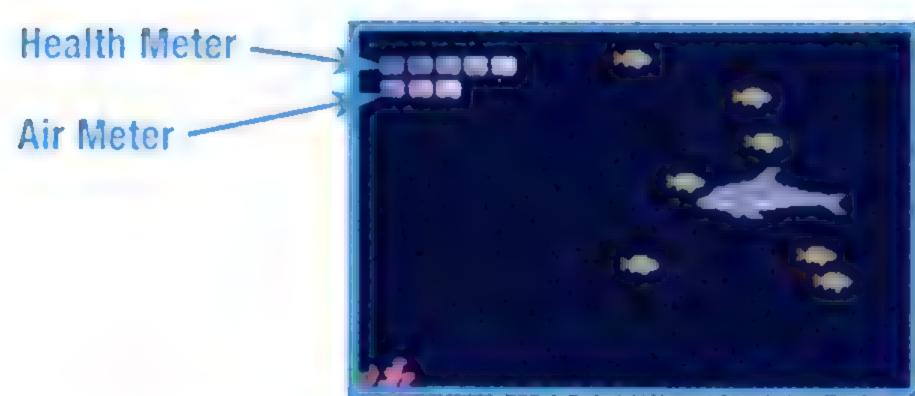




Ecco's Health Meter

There are five rectangles in the upper-left corner of the game screen. When a jellyfish or other Hungry One damages Ecco, the rectangles will begin to disappear. When all of the rectangles are gone, Ecco will lose a life.

To stay healthy, charge into a school of small fish for food. Find healing clams, known as the Shelled Ones. Keep Ecco healthy, or the next lurking or attacking foe will soon overcome you.





Ecco's Air Meter

There are five rectangles located just below the Health Meter in the upper-left corner of the game screen. You need to breath to stay alive. You can dive to the deepest parts of the ocean, but never take a chance on getting caught without an air supply. If Ecco runs out of breath, your quest will end and you must start the level over or continue from the last barrier Glyph you passed. You can breath in two ways:

 Leap out of the water, either into the open air or into an air pocket you find in the rocky submerged caverns. Ecco will regain full breath immediately.

 Push your nose above water. This is especially helpful in tight submerged pockets where you can't jump. Ecco will gradually recover breath.





GOLDEN AXE

Yuria is a strange and magical land, with evil oppressors trying to gain control and claim Yuria's treasures as their own. Death Adder, a new enemy to Yuria, has slaughtered thousands of innocent people. His soldiers have invaded every village, laying claim to the land. He has kidnapped the King and the princess. Only the strongest and craftiest warriors have any chance of defeating him...

Help the combatants avenge the deaths of their loved ones and save the King and princess!





The Combatants

Three warriors gather to challenge Death Adder. These three, like many others, have lost cherished loved ones in the war against the reptile fiend, Death Adder. Now they swear to defeat him—even at the cost of their lives.

 Ax-Battler - The terrible barbarian known as Ax-Battler arrives from the far plains. His mighty strength and courage is a match for any enemy. Ax-Battler uses earth-based magic in his fight to avenge his mother's death.

 Tyris-Flare - This Amazon woman appears from the deep jungles to overcome the oppressor and his horde of minions - the same army that took the lives of her parents. With a unique sword-skill and the use of fire-based magic, she vows to save the kingdom.

 Gilius Thunderhead - Thunderhead the Dwarf wields the deadly Golden Axe in his attempt to rid Yuria of his brother's murderer.

His tricks and speed in battle can outwit even the most brutal giant. Gilius uses lightning-based magic.



Game Modes

- Arcade: Play the arcade version of Golden Axe. Your journey takes 5 days and is recorded on the map.
- Beginner: Play an easier and shorter version of Golden Axe. The game ends at stage 3, after a battle with Death Adder Jr.



- The Duel: Test your skill against other game characters. Fight twelve separate duels with Death Adder's soldiers. As you win each duel, you advance to the next duel. If you lose a duel, the battle ends.
- Head to Head: Challenge up to four of your friends using the Game Boy Advance Game Link® Cable in a duel to the death. The last man standing wins a point.
- Options: Customize the Golden Axe game settings.

Life Meter: Choose the number of health bars (3, 4, or 5) that your warrior can lose before losing a life. You start the game with three lives as the default setting.

Sound Test: Preview different sounds from the game. Select a sound or a song that appears in the game and select it by pressing START, the A Button, B Button, or R Button.

The Game Screen



Lives

Magic Meter: Collect potions to increase your Magic ability.
 The higher the Magic Meter goes, the stronger your magic will be!
 After using a spell, the Magic Meter will return to zero—so use your spells wisely!



- Health Meter: The Health Meter displays your health as three blue bars. Each time you take damage, you will lose health in the blue bars. When all of your health is gone, you will lose a life.
- Lives: The number next to the Health Meter shows how many lives you have left. When all your lives are gone, the game is over.

Items

Collect items to increase your health and magic abilities! Be sure to check the blue and green Bandits!

- Blue Potion: Collect potions to increase your magic ability as shown in the Magic Meter.
- Food: Gather food to increase your health.



Blue

Bandit



Other Characters

Bizarrian



Aside from the enemies you will face, other characters can help you in your quest! Try to mount a Bizarrian to use against Death Adder's evil minions, or whack a Bandit for potions or food.

 Bandits: If you're out of potions or health, attack a Bandit. You never know what the Bandit might drop! They can be hard to hit, but the effort is worth the reward.

• Bizarrians: When a mounted enemy is thrown from a Bizarrian, you can mount the creature to use against Death Adder's hordes! Some Bizarrian's have deadly tails that pack a terrific wallop. Others spit flames and twirling fireballs.



Head to Head

To start a Head-to-Head match, connect each player who wants to join the battle with a Game Boy Advance Game Link® Cable. The player who is connected to the #1 connector will be the host. Up to four players can join a Golden Axe Head-to-Head Link game—each player must have their own Game Pak. It is important that each player connect his or her Game Boy Advance to the next lowest numbered Game Link® Cable connector.

After all of the systems are connected, all players should select the Head to Head option within Golden Axe. When all players are ready, the host (connected to the #1 connector) must press the A Button and each player can select a character to control. After all of the players have selected their characters, the match begins.

The last player standing in a round is the winner. If the last two players defeat each other simultaneously, the round is declared a tie and no point is awarded for winning that round. The first player to win three rounds is declared the winner of the Head-to-Head Match.

SONIC SPINBALL



Spinball Vengeance!

The evil scientist Dr. Robotnik has unleashed another diabolical plan to turn the animals of Planet Mobius into robots. His monstrous contraption, the Veg-O-Fortress, is drawing its power from the volcano Mt. Mobius and is already transforming happy creatures into mindless slaves! It's protected by the fiery lava that fuels the lethal Pinball Defense system.

Try to stop Robotnik!

Control Sonic and sneak into the Toxic Caves below the Fortress. From there, infiltrate Robotnik's vast and deadly defenses. In no time at all, you should be swiping Emeralds, freeing the animals of Mobius and dishing out hedgehog justice!





Clearing the Levels



Sonic must grab all the Chaos Emeralds on each level to open its Boss Room door. Watch the Status Bar for the number of Emeralds you must collect in each level.

There is a trick to defeating the dangerous enemy in each Boss Room. Watch the Status Bar for hints—it will also display messages when you're doing something right!

Bonus Rounds



At the end of every level, Sonic jumps into a Bonus Round. This is a game of regular pinball with Sonic at the controls! You have three balls to shoot around the board, hitting as many bumpers as you can. Watch those points add up!

Use the tilt shake (press A Button + B Button + R Button) to rattle the table and control the ball.

Don't shake it too much or the machine will shut down and you'll lose a ball. When the last ball goes down the drain, you return to regular play.





Scoring



Gain points by slamming into bumpers, shooting the tube loops and spinning into floating robots to de-robotize them back into their original forms.

Destroy as much of Robotnik's machine as possible to make sure you get the highest score possible!

Bonus Points



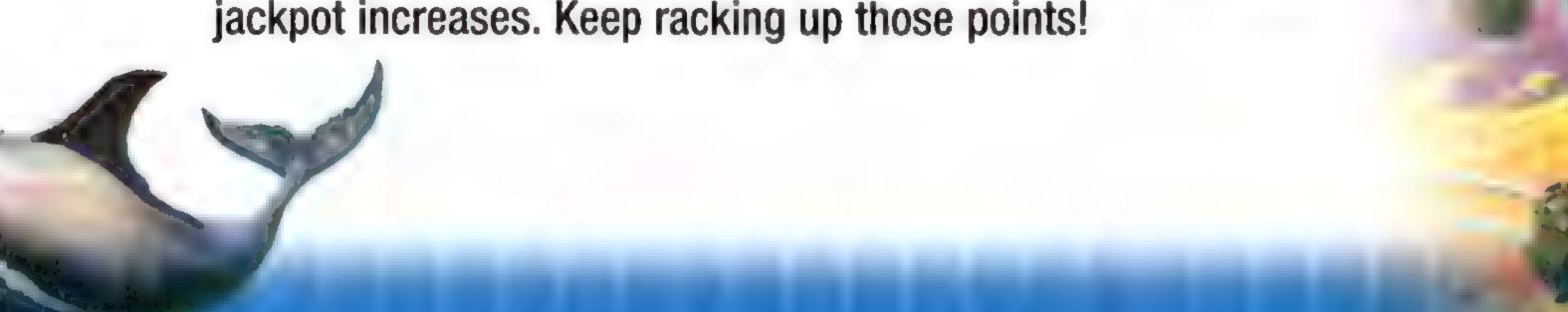
At the end of a level, you'll collect bonus points based on the loops you made, the number of rings you collected, and how fast you made it through the levels. The points you earn in each category will vary with each level.

• Loop Shots: Spin through the loops over and over again to gain Loop Bonuses.

• Rings: Grab every ring in sight for huge Ring Bonus points!

• Time: Complete a level using a single ball at a fast speed and you'll be rewarded with a monster Time Bonus - up to 10 million points!

• Rising Jackpot: Each time you win a Bonus Round, your final jackpot increases. Keep racking up those points!





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THE WORKS

- Play as Sonic, Knuckles, Tails, or Amy
- Zip through levels filled with puzzles and traps at sonic speed
- Link up to 4 players on one Game Pak
- Exchange Chao between
 Game Boy Advance and
 Sonic Adventure™2; Battle
 on Nintendo GameCube™







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